# Apps icon story

**?** Let's make some Apps icons. Piece of cake.
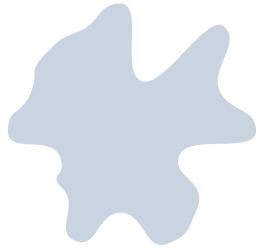
First, we need a **base shape** as background.

Having just one base shape makes life hard. One shape won't fit all icons. Too often it ends up with a compromise. It may even draw attention away from the icon's visual metaphor.

Let's try a system with multiple base shapes. This provides consistency and supports cues tailored to each icon's purpose.
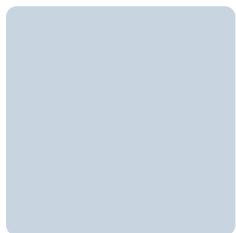
jolla

Let's pick the most popular shape: **a rectangle**.
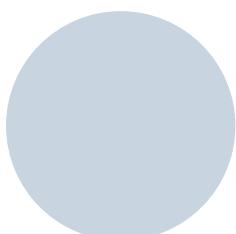
But we all love... **a circle.**

+ Easy: we'll merge them..
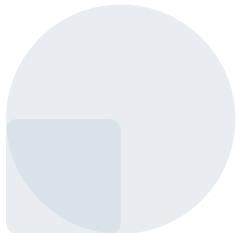
to create...
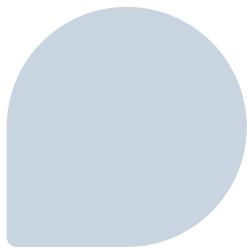
jolla

... a new shape.
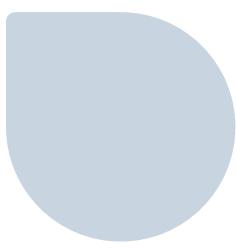
when rotated, it will produce
another one..
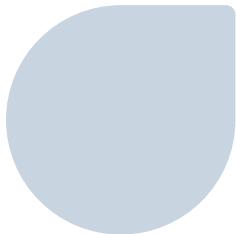
two...
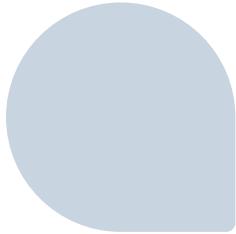
and three more variants.

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Mix them again like these..
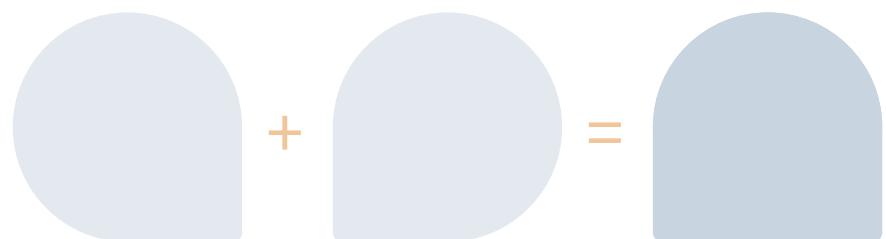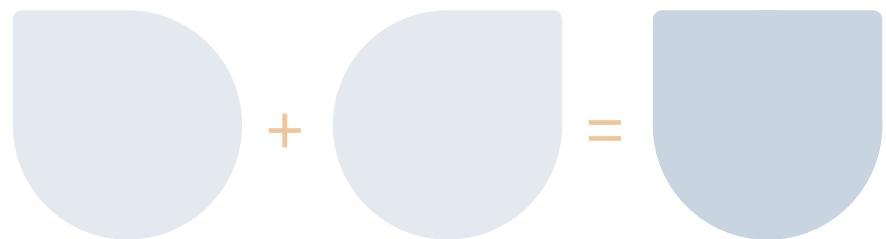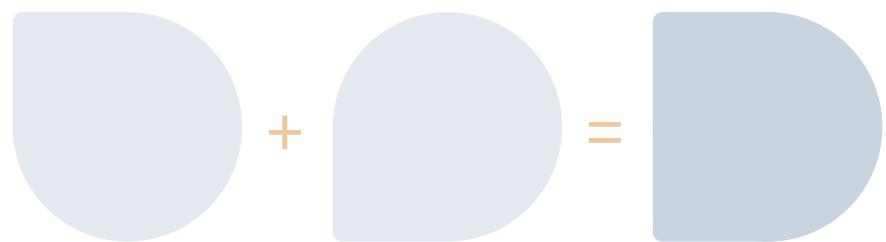
jolla

or these..
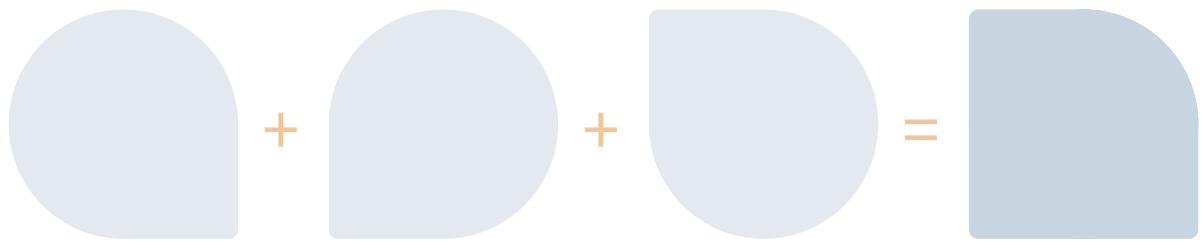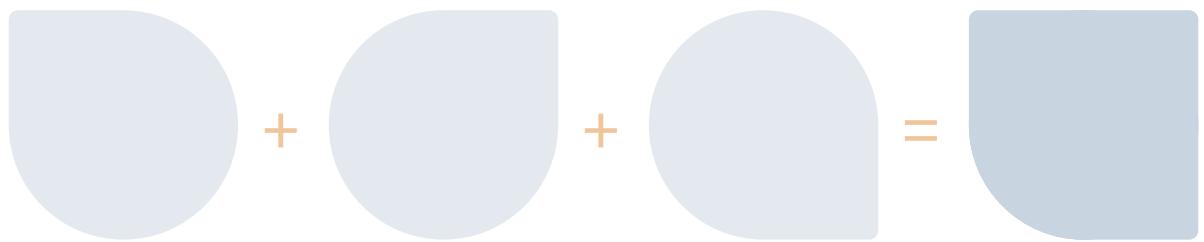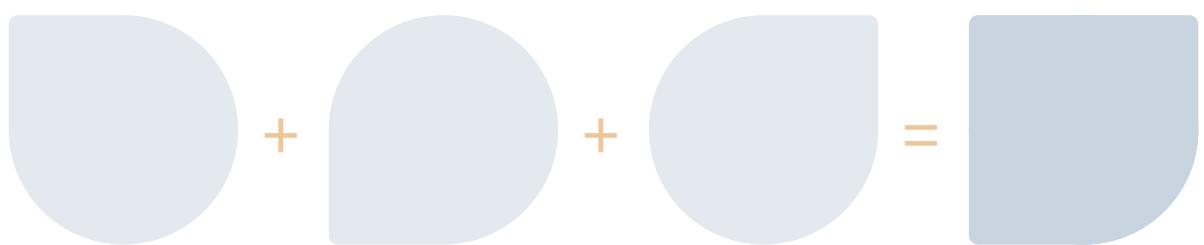
jolla

and these..
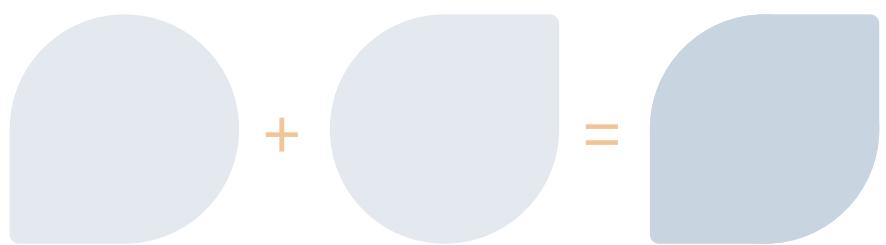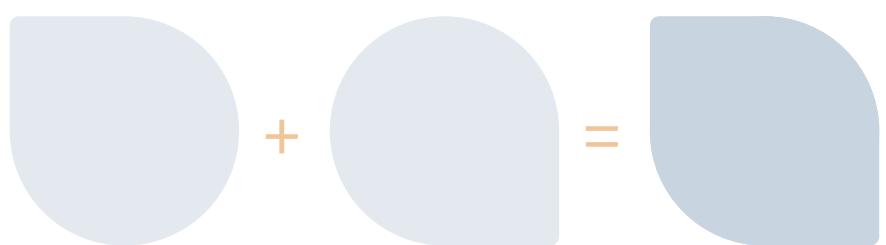
jolla

Now we have **a set** of 16 unique base shapes to start with
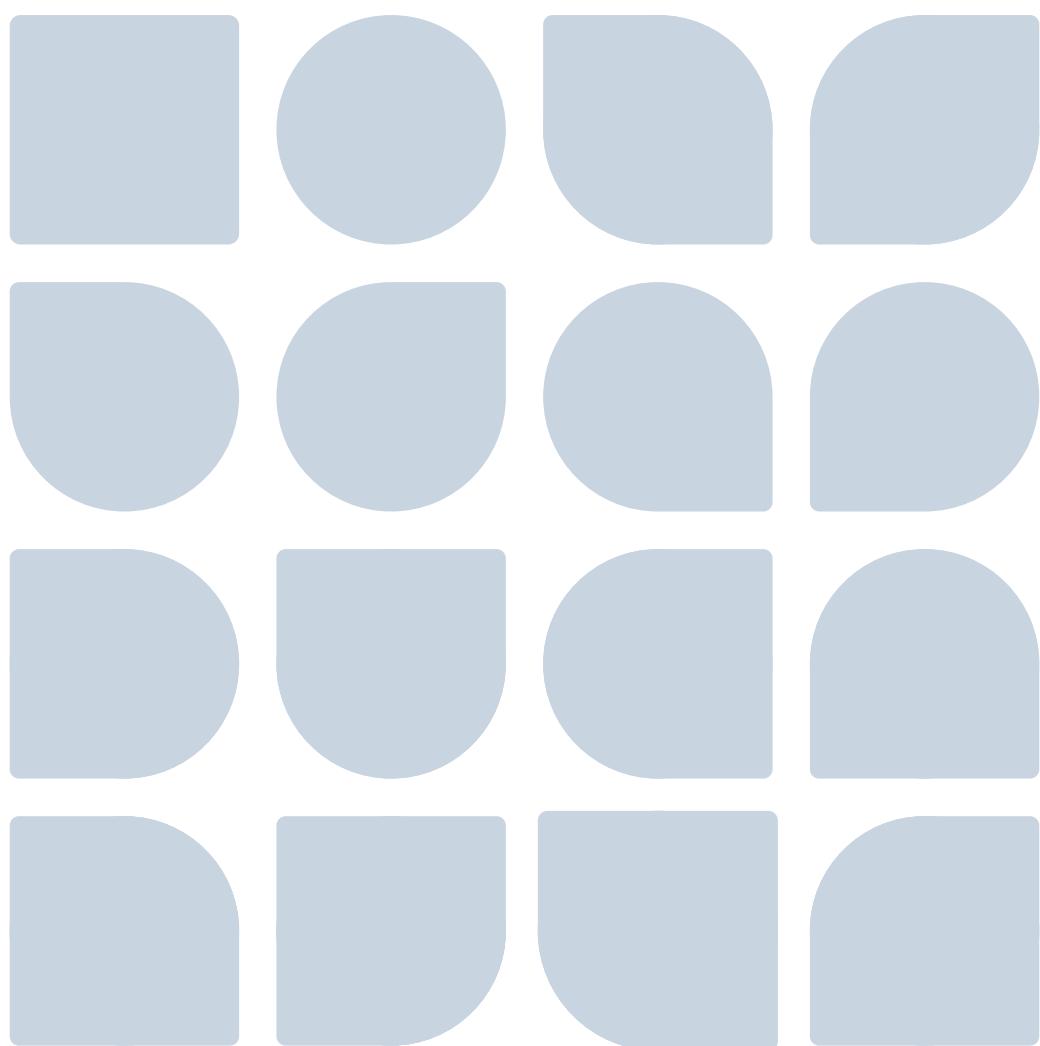
Let there be **color**..

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Inset base shape oultline for **guiding** icon metaphors inside.
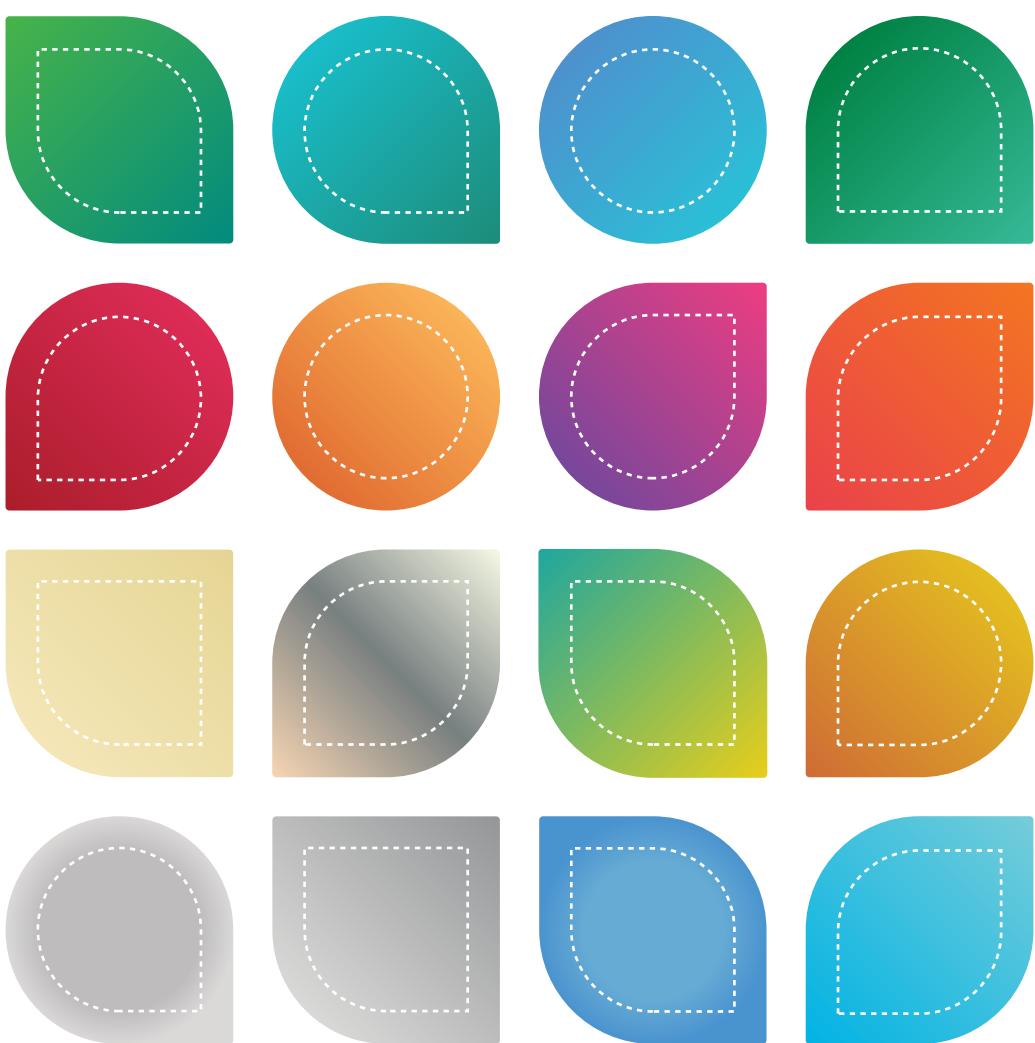
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Size and padding are last but not least...

86 px

85.4 px

86 px

85.4 px
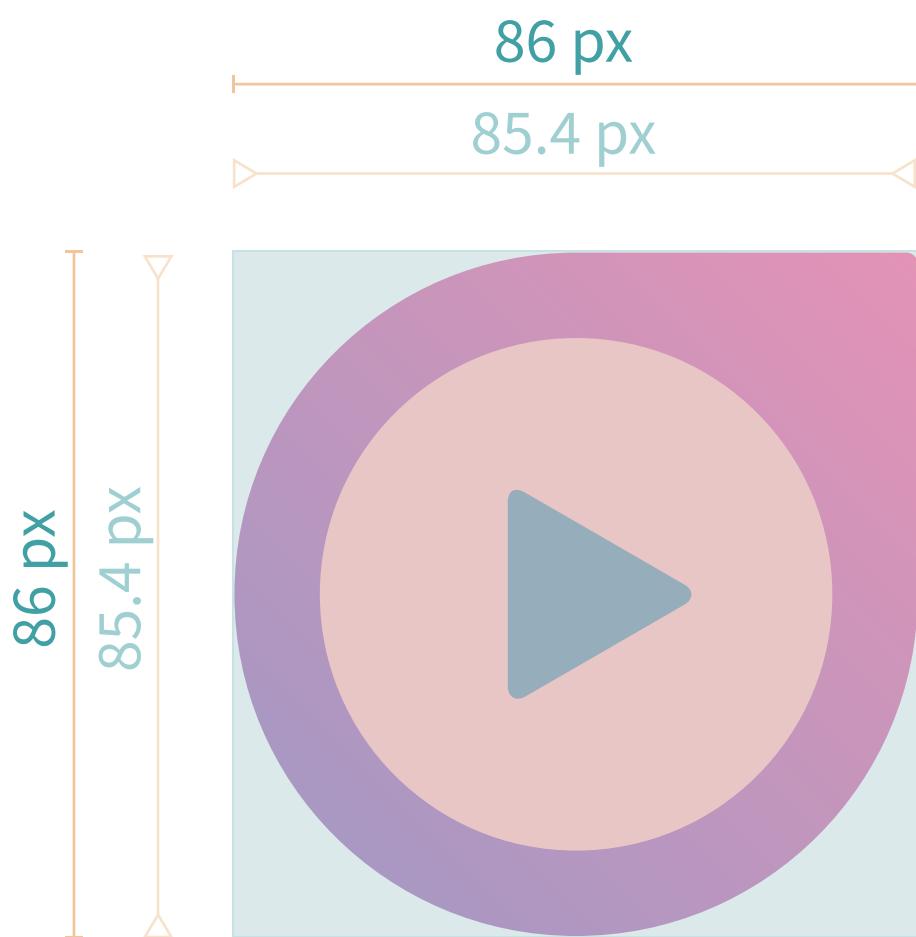
An icon size of 86 pixels is best serving for Jolla devices.

There should be no padding inside, expect for a 0.3-pixel-gap on each side to be set for inner vector visual boundaries. This is for layout control as well as for smoothness and continuous anti-aliased outline.

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Add metaphor visuals to the mix...

Notice, these are just illustrations!
May not match with actual proportion of App
launcher exactly.

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There.

Unlike

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